

**N-GAGE**  
NOKIA

[www.n-gage.com](http://www.n-gage.com)

**CAPCOM®**

Single Player

Multiplayer

Bluetooth

Online Option\*

\* Online gameplay requires network support.

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**N·GAGE**

**1-4 PLAYERS**

**Catan™**

**CAPCOM®**

**N·GAGE  
ARENA**

**ONLINE FEATURES AVAILABLE**



Part No. 9238221  
R/XXXXXX/YY

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The information contained in this user guide was written for Catan™. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

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Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



#### PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



#### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



#### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



#### USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



#### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

ENGLISH



## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE


Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

## Inserting the N-Gage™ Game Card

### N-GAGE

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



*Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual. Note: Do not use the USB port during gameplay.*

### N-GAGE QD

1. You do not have to switch off the N-Gage™ QD game deck to change N-Gage game cards.
  2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
  3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
  4. Once a game card is inserted, the game will start automatically.
- (Please ensure the auto-start feature is enabled on your game deck)





## Starting a Game


### N-GAGE


Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

### N-GAGE QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

## Bluetooth Multiplayer Gameplay\*

\* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

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## Game Objective

Welcome to Catan Island! Compete against the other players on the island for scarce resources and build roads, settlements and cities to gain points. Who will be the first to reach 10 Victory points and rule the island?



## Game Controls

**Controller Key** . Cursor movement

**Key 7** ..... Cancel/display Command menu

**Key 5** .... Confirm

**Key 1** ..... Zoom in/out on the map

**Key 3** .... Display Card Data Window

**Key 2** ..... Display Construction Data Window

**Left/Right Selection Key** ..... Open the System menu

## Command menu

The Command menu appears automatically at the beginning of each turn. Press **Key 7** at any time during your turn to access additional options.

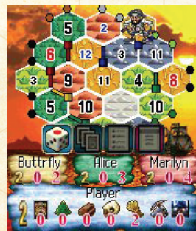
**Roll the dice** ..... Throw the dice.

**Use a card** ..... Use a Soldier card, Year of Plenty card, Monopoly card or Road Building card.

**View data** ..... Check Construction Data, Card Data or the map.

**System menu** ..... Show settings and quit options.

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COMMAND MENU








## Game Screen Description



## System menu

Select  during your turn or press the **Left Selection Key**  / **Right Selection Key**  during an opponent's turn to display the System menu.

-  **Back** . . . . . Return to the game.
-  **Help** . . . . . Display details for the key icons.
-  **Options** . . . . . Adjust settings.
-  **Quit** . . . . . Exit the game and return to the Title screen.
-  **Save & Quit** . Save current game progress and return to the Title screen.



SYSTEM MENU

\*The Save & Quit option is only available at the beginning of your turn.

## Main Menu

- ◆ **START GAME...** Start a new single-player or multiplayer game. You can also continue a previously saved game. (P.7)
- ◆ **OPTIONS.....** Adjust various settings.
  - KEY CONFIG....** Assign the key that toggles the display for the Construction and Card Data Window.
  - SOUND.....** Adjust the volume for music and sound effects.
  - BACKLIGHT.....** Change the length of time that the backlight is on.
  - LANGUAGE.....** Select the language for on-screen text.
  - BLUETOOTH....** Change the player's name.
  - DELETE DATA...** Allows player to delete saved data.
- ◆ **TUTORIAL.....** Start the tutorial. Press **Key 5** (Start) to page through the instructions and review short video clips on game progression.
- ◆ **HI-SCORE.....** Display the average number of Pioneer points earned per game. Pioneer points measure skill level, and may be uploaded to N-Gage™ Arena.
- ◆ **EXIT GAME....** Exit the game and return to the N-Gage™ game deck menu.



MAIN MENU



OPTIONS

## Start Game

### Single-player



Choose **NEW GAME** to start from the beginning or **LOAD GAME** to resume a previously saved Free Game, Tournament or Quest.

- FREE GAME** . . . . Select CPU opponents and play a single game.
- TOURNAMENT** . . . A 3-stage tournament against CPU opponents. Place first in rounds 1 and 2 to proceed to round 3, and clear this with enough points to unlock the bonus stage! Unlock more challenging characters for Free Game mode by completing Tournament mode.
- QUESTS** . . . . . This option is made up of 16 Quests. Hidden contents will be revealed as you progress through this game mode.

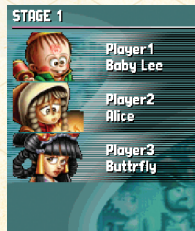
\*Choose the Save & Quit option from the System menu to quit a Tournament or Quest. You will be able to resume play from the last save point.

### Multiplayer

Play against other players via Bluetooth wireless technology or on N-Gage Arena. (P.14 & 15)







QUEST GAME



TOURNAMENT

## Preparation: Build your 1<sup>st</sup> settlement

### Get some land and start development!

- ▶ Starting with the 1<sup>st</sup> player, players take turns to build a settlement  and a road  routed from the settlement. After the 4<sup>th</sup> player's turn, the order is reversed and each player can build another settlement  and road .

Players then acquire the resources produced adjacent to the lands on which their 2<sup>nd</sup> settlement is located.

**Rules** . . . . . New roads must connect to your existing roads, settlements, or cities. Settlements cannot be built next to existing settlements and cities (including your own).

**Hints** . . . . . There is a better chance of rolling a 7 with your dice than any other number. After that, the most likely numbers are 6 and 8!

On the Select Opponents screen, the more difficult the CPU player, the more stars the player will have.

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GET SOME LAND AND  
START DEVELOPMENT!



## Basic Game Flow

You can use a Development card at any time during your turn.

### STEP 1

Roll the dice and obtain resources

### STEP 2

Trade resources

Build roads, settlements and cities

Buy a Development card

### NEXT

Next player's turn

## Step 1: Roll the dice and obtain resources

### Obtaining resources



Command menu

Roll the dice

- All players who have settlements next to the land indicated by the number on the dice receive the appropriate resource. Settlements will yield 1 resource card and cities will yield 2 resource cards.







**! I rolled a 7!** ... If the dice indicates a **7**: Players possessing 8 resources or more have to return half of them (rounded down) to the stack. The player who rolled the **7** can move the Robber to any piece of land by using the cursor and pressing **Key 5** . The player takes 1 resource card from a player adjacent to the Robber. Resources cannot be produced on land where the Robber is located.



ROLL THE DICE

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## Step 2: Trade resources

Select  to trade resources.     

### Negotiation

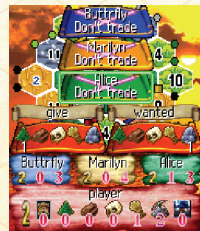
Negotiate to exchange resources with other players.

Command menu ▶ Trade  Negotiation 

- ▶ **Select** **give**  **wanted**  **trade** 
- ▶ **Select** Number of resources to exchange.
- ▶ **Select** Player with whom to exchange.




TRADING RESOURCES



NEGOTIATION

## Exchange

Exchange 4 identical resources of your choice for 1 new resource.

Command menu ▶ Trade  Exchange 

## Marine trade

Players with cities or settlements on a trade harbor can make 2:1 or 3:1 trades.

Command menu ▶ Trade  M. Trade 

▶ **Select** Resources to trade.

- 2:1 Harbor . . . . .** When your cursor is placed over a 2:1 harbor in map mode, the specific resource is shown on the right of an anchor mark. Exchange 2 of these resources for 1 new resource of your choice.



- 3:1 Harbor . . . . .** When your cursor is placed over a 3:1 harbor in map mode, a dark grey anchor appears without a resource mark on its right. Exchange 3 identical resources for 1 new resource of your choice.



2:1 HARBOR



3:1 HARBOR



## Step 2 continued:

### Build roads, settlements and cities

Use resources to build roads, settlements and cities.

Command menu ► Build ► Roads ► Settlement ► Cities

<b>Roads</b>		<b>LUMBER</b> x 1, <b>BRICKS</b> x 1
<b>Settlement</b>		<b>LUMBER</b> x 1, <b>BRICKS</b> x 1, <b>WOOL</b> x 1, <b>GRAIN</b> x 1
<b>Cities</b>		<b>GRAIN</b> x 2, <b>ORE</b> x 3

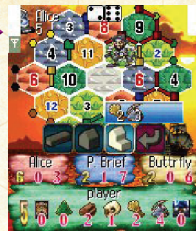
\*You may build a maximum of 5 settlements and 15 roads. Up to 4 cities may be built in place of settlements.

### Buy a Development card and use it

To buy a Development card:

Command menu ► Use a card ► Buy a card ► Return 1 **WOOL** ,  
1 **GRAIN** and 1 **ORE** resource.

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CONSTRUCTION



DEVELOPMENT CARD

## Using a Development card

Command menu






Use a card



Choose a Development card.

\*Development card cannot be used during the turn in which it was purchased. Only 1 Development card may be used per turn.

## Introducing Development cards

-  **Soldier** . . . . . Use the Soldier card to move the Robber to any piece of terrain, and then take 1 resource from 1 of the players adjacent to the Robber.
-  **Year of Plenty** . . . Select 2 resources from the stack and add them to your hand.
-  **Monopoly** . . . . . Choose a resource type and receive all the resources of that type belonging to other players.
-  **Road Building** . . . Build 2 roads without using any resources.
-  **Victory Point** . . . . Provides 1 Victory point while in the player's possession.



## How to count Victory points

**Settlement**  **1 Point**

**Cities**  **2 Points**

**1 Point Card** **1 Point**

**Longest Road** **2 Points**

The 1<sup>st</sup> player to build a series of 5 roads earns 2 points. However, if another player manages to create a longer road, the Victory points are transferred to that player.

**Largest Army** **2 Points**

The 1<sup>st</sup> player to use 3 Soldier cards earns 2 points. If another player manages to use a greater number of Soldier cards, the Victory points are transferred to that player.



	P	7	3	8	10
1	3	1	1	1	1
2	1	0	2	2	2
3	1	0	0	1	1
4	0	3	2	2	1
5	3	0	2	4	4
6	3	3	8	8	8
7	1	0	2	0	2
8	0	2	0	2	0
9	0	2	0	2	0

CONSTRUCTION DATA


\*The game starts after 2 settlements have been built, so each player starts with 2 points.

## Bluetooth Wireless Technology

You can enjoy multiplayer competition with up to 3 other players via Bluetooth wireless technology.

 **Select**  **START GAME**  **multiplayer**  **Bluetooth**

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 Choose HOST or JOIN a multiplayer competition.



## N-Gage™ Arena

You can enjoy multiplayer competition with up to 3 other players over N-Gage Arena.



First, log in with your existing username/password, or create a new N-Gage Arena account.

Second, select a Lobby from the list and then:

1. Join an existing room by selecting Find Room, or
2. Create and host a room by selecting Create Room.

You are also able to chat with other users in Lobby Chat, or view all Lobby Users.

## Credits

### Producer

Takeshi Tezuka (CAPCOM CO., LTD.)

### Director

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Yutaka Hirata (SUZAKU CO., LTD.)

**Programmed by**  
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### Producer

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**Games Product Marketing**  
Maria Louie

**Games Business Unit, Nokia**

**Packaging and Translation**  
Iridio



## Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

## Limitations on Warranty

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## Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: [www.n-gage.com](http://www.n-gage.com).

## N-Gage™ Arena Instructions

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage™ Arena is an online service that allows you to upload and download game content enhancements over the air to extend gameplay.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at [arena.n-gage.com](http://arena.n-gage.com).

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See [arena.n-gage.com](http://arena.n-gage.com) for more details.

N-Gage Arena support provided by Nokia.

Please refer to [arena.n-gage.com](http://arena.n-gage.com) for gameplay instructions.

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